

Implementacija NEAT genetskega algoritma za navigacijo po 2D poligonu

Genetski algoritmi

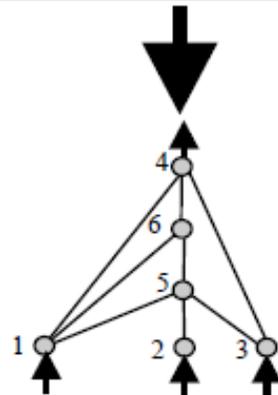
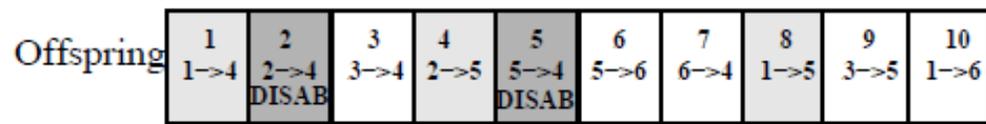
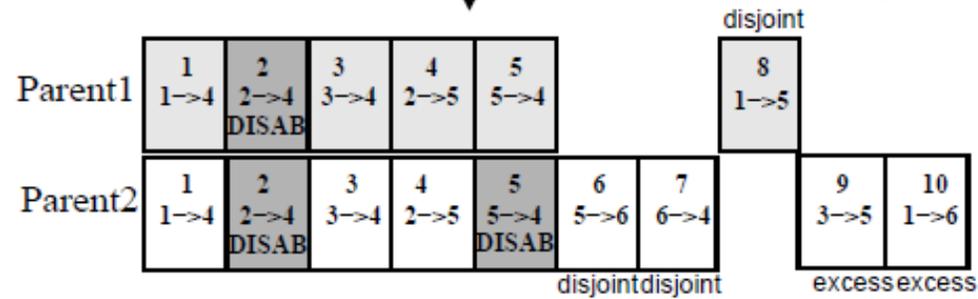
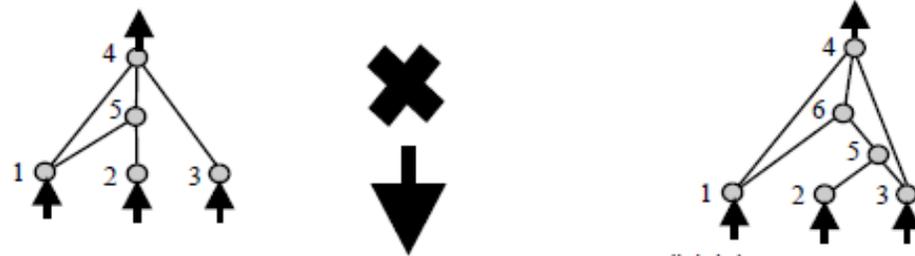
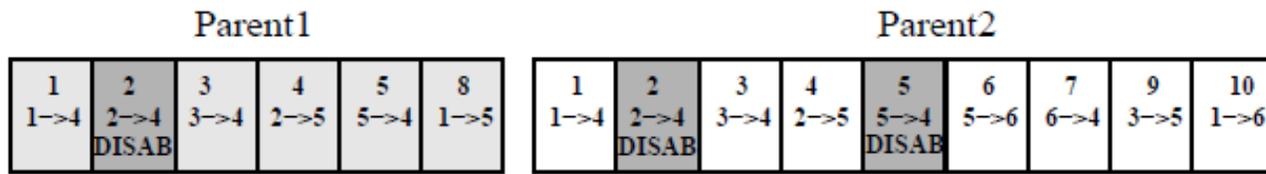
Selekcija

Križanje

Mutacija

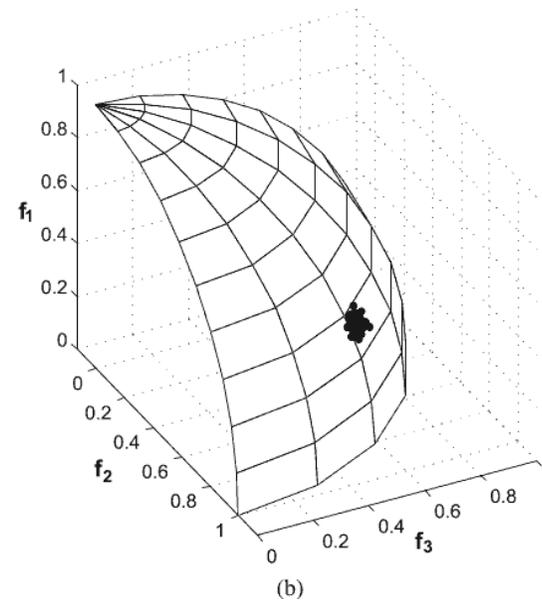
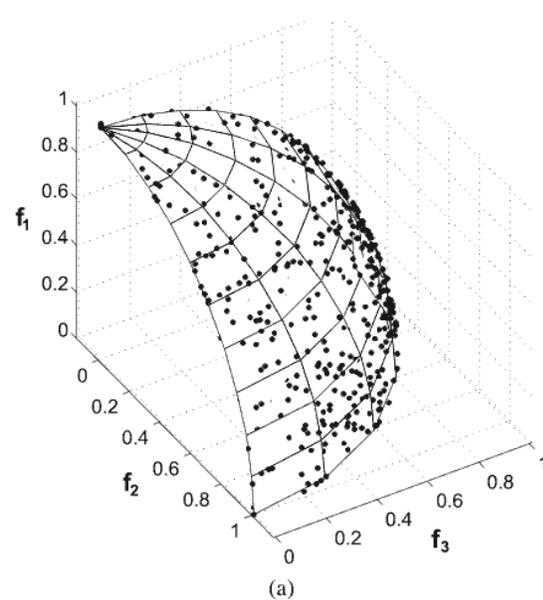
Algoritem NEAT

- ▶ Genom predstavlja umetna nevrnska mreža
- ▶ Križanje nevrnskih mrež
- ▶ Mutacije nevrnske mreže

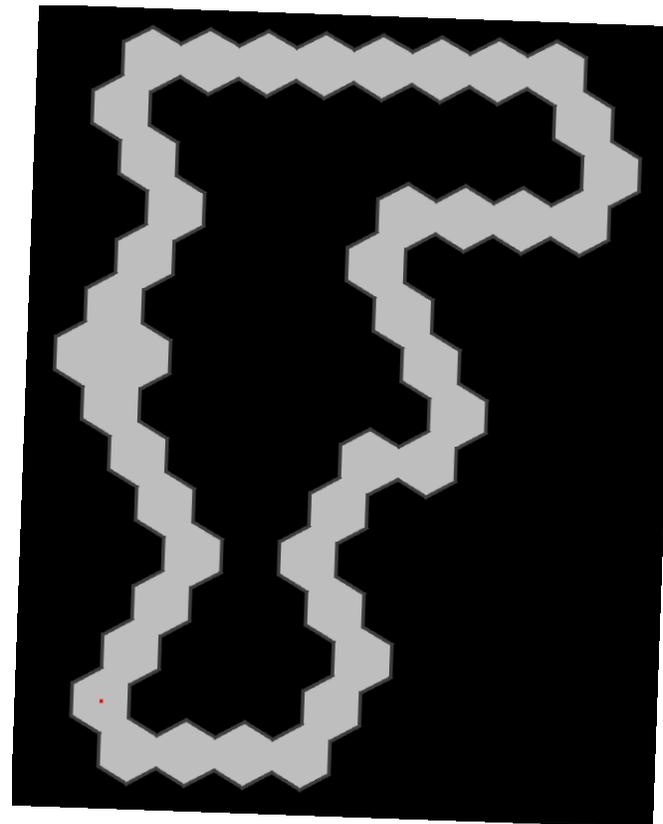
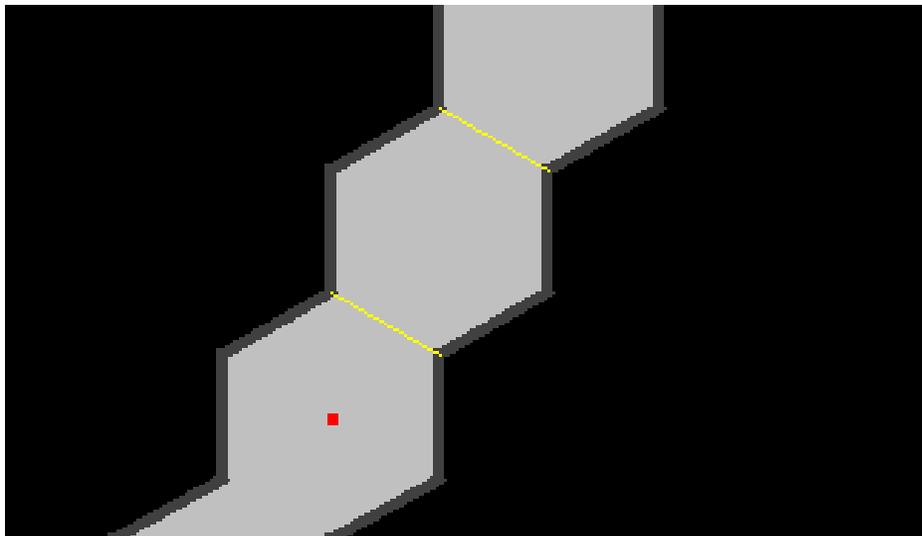


Ohranjanje inovacije

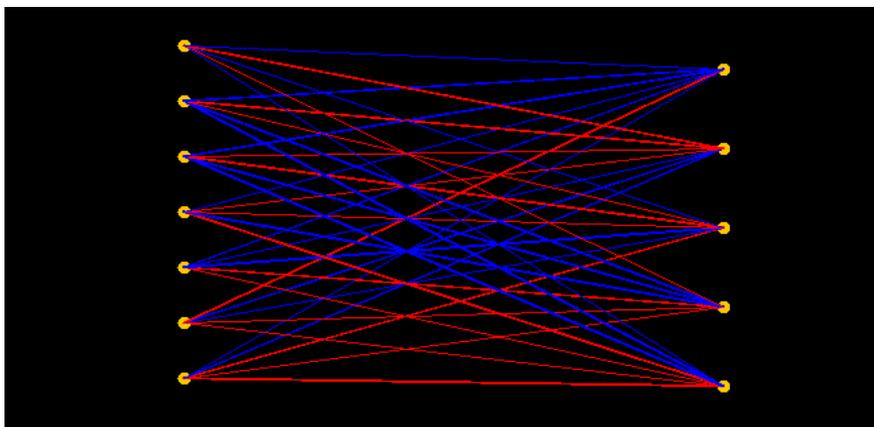
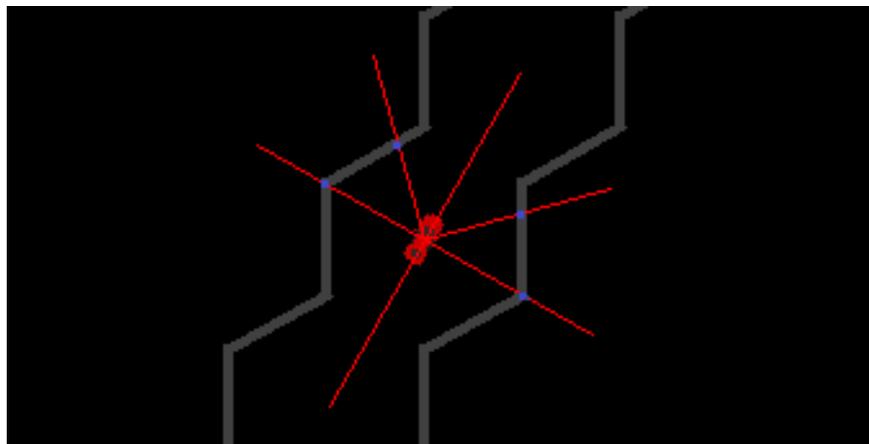
- ▶ Razporeditev v vrste
- ▶ Eksplicitno deljenje ocen



Implementacija - okolje

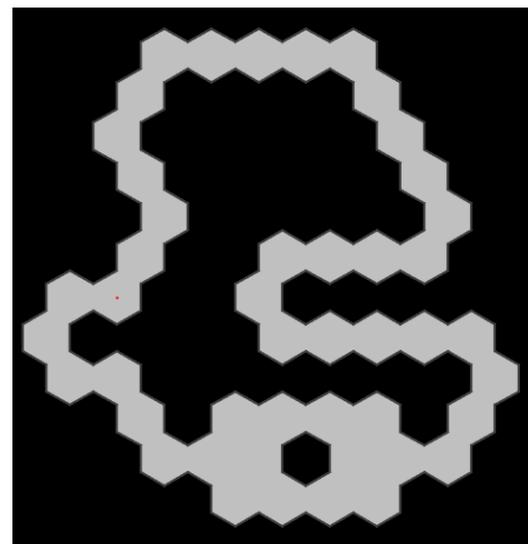
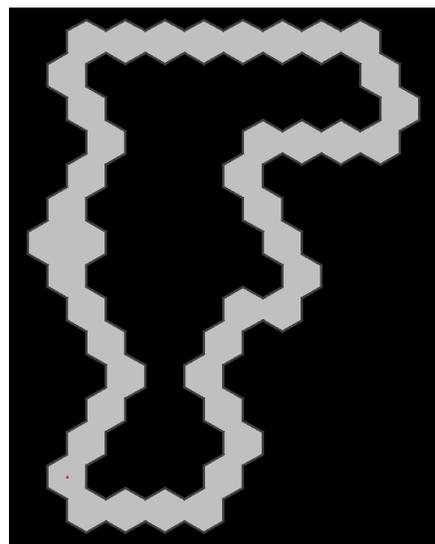
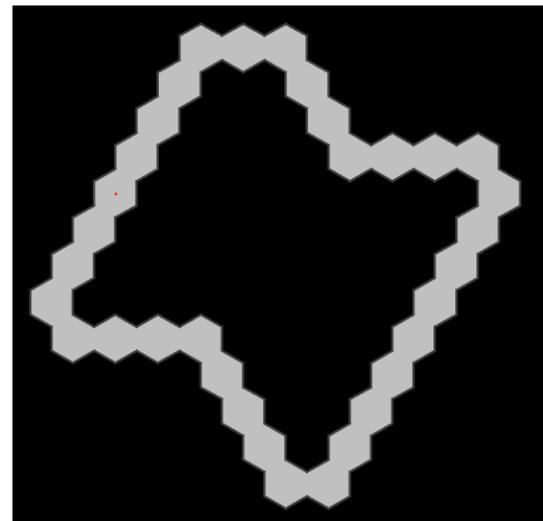
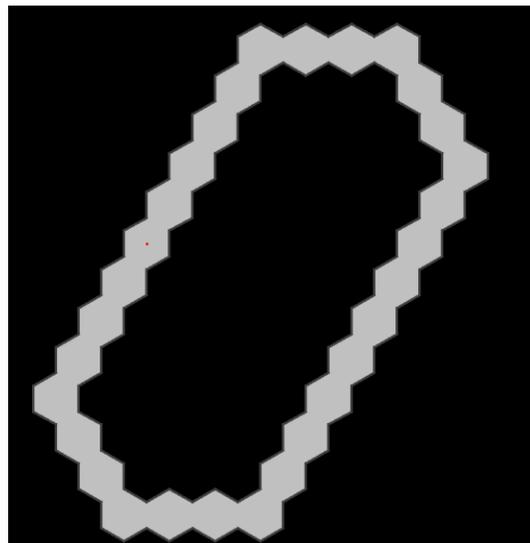


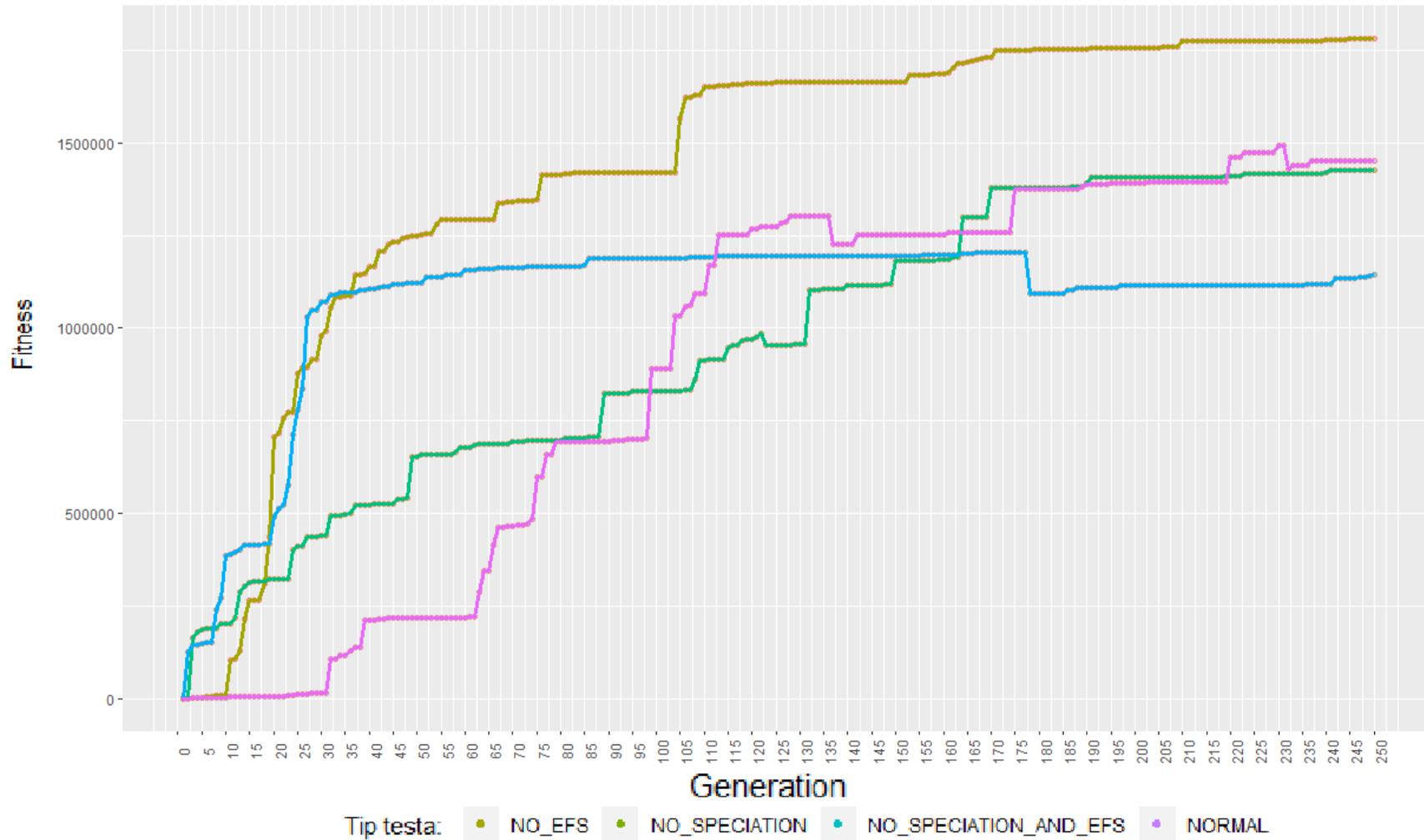
Implementacija - agent



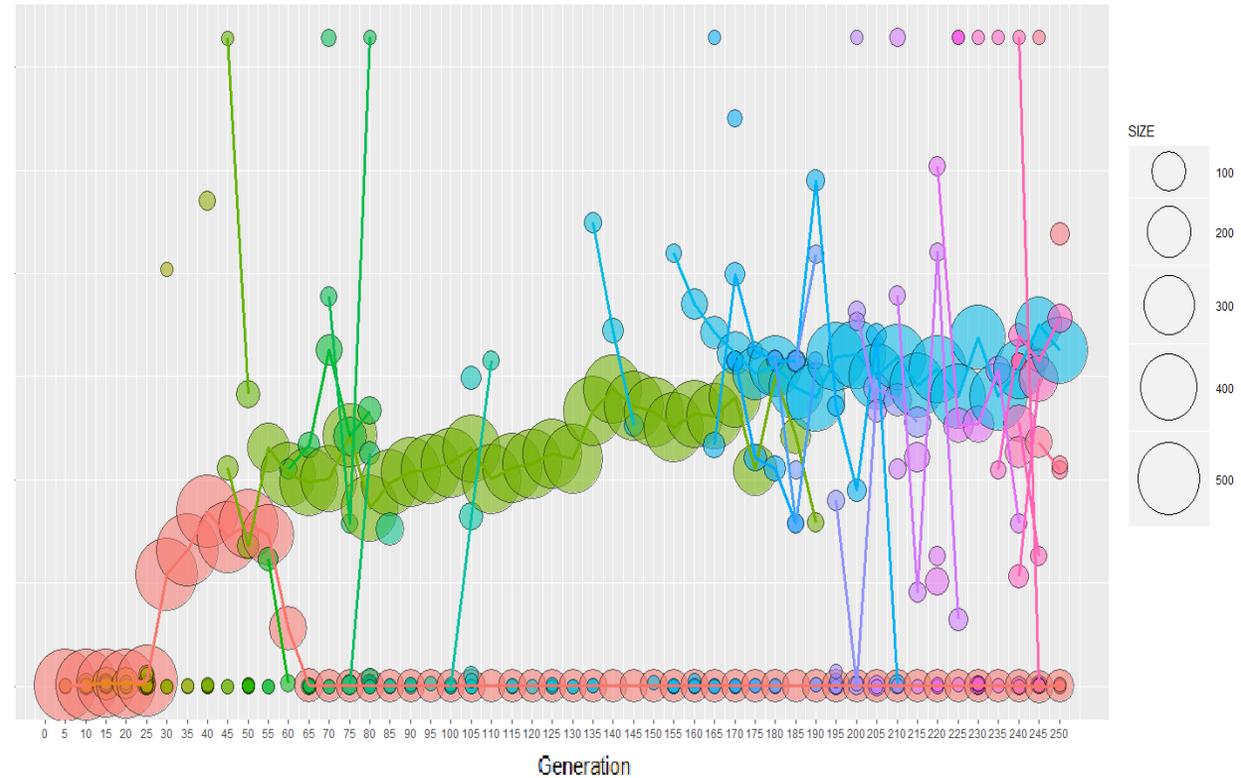
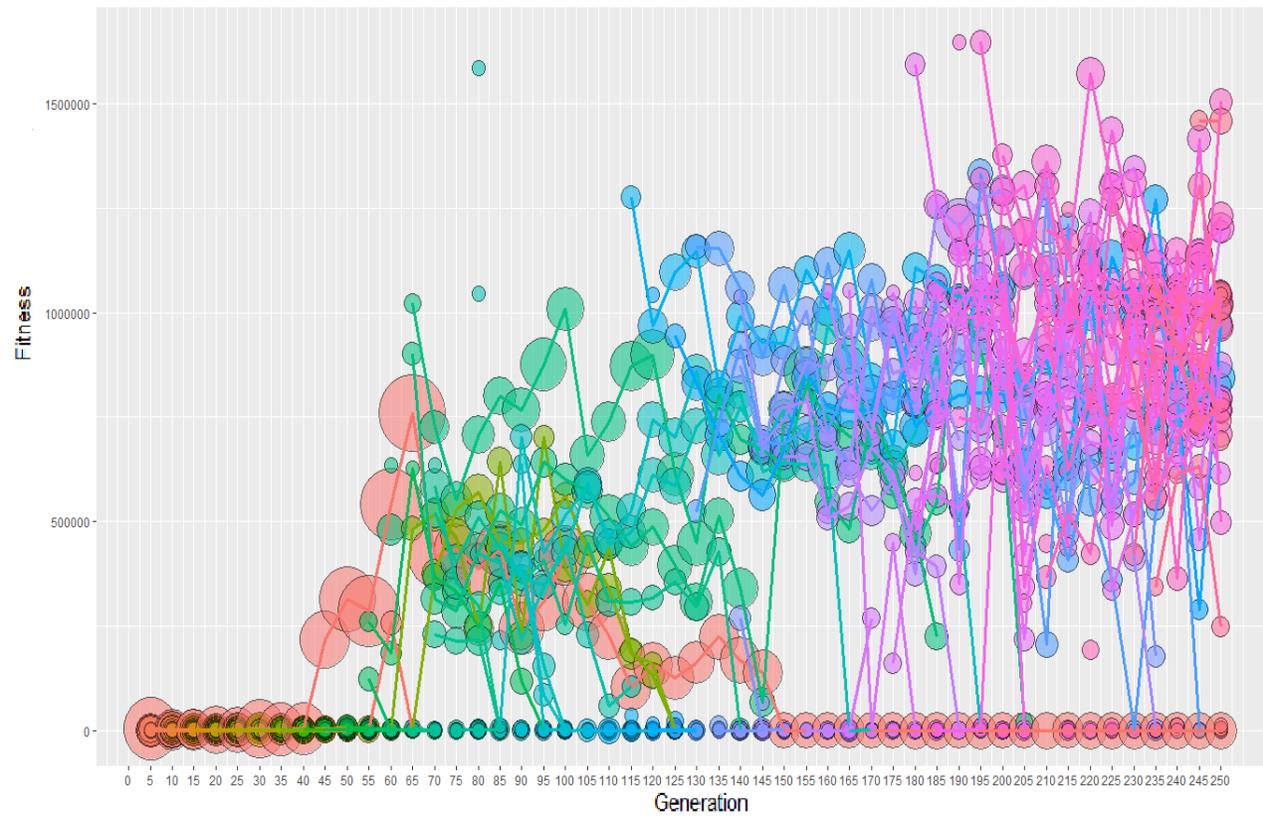
Testi

- ▶ Razporejanje v vrste
- ▶ Eksplicitno deljenje ocen





Rezultati



Rezultati

Hvala za pozornost!

<https://www.youtube.com/watch?v=0DOLMCxvxyk>